

Substantive rule changes since the second printing of *A World at War* (to June 30, 2019)

Segment 1

Table of Contents

Introduction

1. GAME COMPONENTS

Components and Concepts

2. OVERVIEW
3. DEFINITIONS
4. TERRAIN AND THE MAPBOARD
5. MAPBOARD BOXES

Substantive change (June 30, 2019):

Western Allied naval units may NR from either U.S. box to onto either mapboard.

5.28 NAVAL ACTIVITIES:

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E. NR OF NAVAL UNITS: Naval units may NR between either U.S. box and:

- a western front port or the South Africa box (28.751D, 28.752D);
- Dutch Harbor, the Hawaiian Islands, the Society Islands or the Australia box (28.751D, 28.752D).

Substantive change (June 30, 2019):

Russia may build units in the Urals box.

5.76 UNIT CONSTRUCTION: Russian units may be constructed in the Urals box.

Substantive change (June 30, 2019):

Russian units may SR between mapboards without stopping in the Urals box.

5.77 GROUND AND AIR UNITS:

...

C. REDEPLOYMENT:

- ...
- Russian ground and air units may SR between the European and Pacific mapboards without stopping in the Urals box.

6. COUNTERS
7. SCENARIOS
8. SEQUENCE OF PLAY
9. OFFENSIVE OPERATIONS

Segment 2

Ground Operations

10. GROUND UNITS
11. PARTISANS
12. STACKING

Substantive change (June 30, 2017):

No more than three shock armies may be used in each attack. This change is also set out in the production rules.

12.16 Each shock army result allows one Russian 3-3 infantry unit to end the movement phase overstacked adjacent to an enemy ground unit, up to a limit of three shock armies (nine factors) per ground attack. Shock armies are eliminated after regular ground combat is resolved, before advancing after combat (42.24I).

13. MOVEMENT
14. ATTRITION COMBAT
15. OFFENSIVE COMBAT

Substantive change (June 30, 2017):

Seaborne invasions incur mandatory losses based on the attacker's CTL, in the same manner as attacks against fortifications.

15.55 SEABORNE INVASIONS AND ATTACKS AGAINST FORTIFICATIONS: When resolving invasion combat, or ground combat against any hex containing a fortification or fortress, other than beach defenses attacked from land, directional fortifications attacked from behind and tactical atomic attacks (43.424A), the defender has the option of compelling the following results (EXCEPTION: The initial Japanese surprise turn - 51.721):

- A. If the attacker has a CTL of 1 or less, "Ex-2", "d" and "D" results may be treated as "Ex-1" results.
- B. If the attacker has a CTL of 2, "d" and "D" results may be treated as "Ex-2" results.
- C. If the attacker has a CTL of 3 or more, "d" and "D" results may be treated as "Ex-3" results.

16. EXPLOITATION

Segment 3

Air Operations

17. AIR UNITS

Substantive change (June 30, 2019):

Kamikaze attacks refined.

17.47 TARGET SELECTION:

A. AGAINST SINGLE ENEMY COMBAT GROUPS: Whenever kamikazes attack a naval force outside of naval combat, that force deploys into combat groups, following the procedure set out in 22.42 (EXCEPTION: A naval force attacked by kamikazes outside of naval combat may contain more than six combat groups). Kamikaze attacks are made against individual enemy combat groups, whether the enemy naval units are engaged in naval combat or not. Kamikazes never attack a multi-TF naval force as a whole.

B. ONLY FOUND COMBAT GROUPS MAY BE ATTACKED: Kamikazes attacking during naval combat may only attack found enemy combat groups.

C. ONE KAMIKAZE ATTACK PER COMBAT GROUP: Kamikazes may not attack a combat group that has been attacked by other Japanese air units, including other kamikazes, in the same combat round. Similarly, a combat group attacked by kamikazes may not be attacked by other Japanese air units in the same combat round.

D. MECHANICS: Kamikaze attacks are carried out as follows:

- **All kamikaze attacks simultaneous:** When the Japanese player announces kamikaze attacks, all kamikazes used to attack during that turn must attack at that time. Kamikazes may not be used to attack during a subsequent phase or combat round during that turn.
- **No more than 15 kamikazes in each attack:** No more than 15 kamikazes may attack any one Allied combat group unless the attacked Allied naval force consists of only a single Allied combat group, in which case a second wave of kamikazes may attack that Allied combat group immediately after the first kamikaze attack is resolved.
- **Kamikazes attack alone:** Other types of air units may not accompany kamikazes in their attack.

E. ALLIED DEFENSES: Attacking kamikazes are engaged by defending air units flying air cover and combat air patrol over the attacked combat group (23.2, 23.3), then by the defender's ships (23.42). Kamikazes:

- do not make an air combat dice roll against the defending air units flying air cover and combat air patrol;
- are eliminated if forced to abort by the defender's air combat result or the defender's air defense result (the number after the "/").
- **disregard air defense abort results (the number after the "/") and press home their attacks.**

18. AIR OPERATIONS

Substantive change (June 30, 2017):

Ground support from CVEs is limited to the number of ground factors involved in the invasion attack.

18.553 GROUND SUPPORT FROM CVEs:

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C. The number of combat factors added to a ground attack by ground support from CVEs may not exceed the number of invading ground factors involved in the invasion attack.

19. AIR COMBAT

Segment 4

Naval Operations

20. NAVAL UNITS

Substantive change (June 30, 2018):

Task forces may not combine British and American, or German and Italian, naval units.

Substantive change (June 30, 2016):

20.162 A TF counter, if available, may be placed on the board to represent a naval force, subject to the following:

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C. TFs may only contain naval units belonging to one major power and its associated and allied minor countries. Vichy French naval units may be included in Italian or German TFs; Free French naval units are treated as British naval units.

Substantive change (June 30, 2016):

Transports must always be at sea, vulnerable to Axis submarines and raiders.

20.621 CONSTRUCTION: Each transport costs one shipbuilding point and three BRPs to construct.

A. Newly constructed Western Allied transports must first be placed in SW boxes which contain fewer transports than their minimum initial levels (20.631); surplus transports may then be placed in any of the three SW boxes. Transports may not remain in port. The minimum transport levels are:

- **Atlantic:** 15 Western Allied transports.
- **Indian Ocean:** 5 Western Allied transports.
- **Pacific:** 10 Western Allied transports.

20.622 REDEPLOYMENT: After use, Western Allied transports may be redeployed from one location to another during the redeployment phase.

A. Only transports in excess of a location's initial level may be redeployed, and a redeployment may not reduce the number of transports in a location below its initial level. A player may not voluntarily eliminate transports in order to rebuild them elsewhere.

B. Transports may be redeployed in the turn they are constructed. Transports that are used and then redeployed may be used in their new location in the following player turn. Transports may only be used in the location in which they began the turn.

C. Transports may not redeploy from an SW box to a port or mapboard box to avoid enemy SW combat in the following turn. All built Western Allied transports must be in one of the three SW boxes at the end of the Allied player turn; all Japanese transports must be in the Pacific SW box at the end of the Japanese player turn.

20.63 LOCATIONS: Transports may not base in ports except after being damaged by enemy SW combat (20.66), and newly constructed transports are not placed on mapboard hexes like other units. Western Allied transports are placed in the Atlantic, Pacific and Indian Ocean SW boxes; Japanese transports are placed in the Pacific SW box. Transports may not base in ports in order to avoid enemy activity in an SW box and only function if they are in an SW box at the start of their player turn.

Transports are versatile, but whenever they operate they are exposed to enemy attack. Damaged transports used as permitted by 20.636B are also at risk of being sunk if intercepted by Axis air or naval units.

Substantive change (June 30, 2016):

The Allied ability to use transports is never less than one transport for every five transports in a SW box prior to Axis strategic warfare (round up).

20.636 AVAILABLE TRANSPORTS: Once enemy SW combat has been resolved, the number of transports that may be used in an SW box is the greater of:

A. The number of undamaged transports in the SW box; or

B. One surviving (undamaged or damaged) transport for every five transports in the SW box at end of the moving player's previous player turn (round up); 1-5 transports: one available transport; 6-10 transports: two available transports; 11-15 transports: three available transports; and so on. The number of transports that may be so used is limited to the number of transports damaged in the relevant SW box by SW combat in the previous opposing player turn.

EXAMPLE: At the end of their Summer 1941 player turn, the Western Allies have 16 transports in the Atlantic SW box. The Western Allies will be able to use at least four Atlantic transports in their Fall 1941 player turn, unless German submarines and raiders sink more than 12 transports during the Axis Fall 1941 player turn, leaving the Western Allies with less than four damaged transports in the Atlantic SW box. The Western Allies will be able to use more than four transports in their Fall 1941 player turn if Germany sinks and damages fewer than 12 transports during the Axis Fall 1941 player turn.

21. NAVAL OPERATIONS

Substantive change (June 30, 2017, June 30, 2019):

One-third of the losses from invasion combat must be taken from destroyers.

21.517 INVASION COMBAT:

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H. INVASION COMBAT LOSSES:

- At the defender's option, up to one-third (rounded down) of the ground combat losses incurred by the invasion force must be taken from destroyers that carried the invading ground units. Otherwise all the attacker's losses must be taken from ground units that took part in the invasion combat, air factors or CVEs that provided ground support, or fleets that provided shore bombardment.
- For each carrying destroyer lost, the number of attacking factors is reduced by one in subsequent combat rounds.
- Unless the invasion fails, destroyer losses do not affect the attacker's carrying capacity, as all invading ground units are considered to have already landed by the time ground combat is resolved.
- The attacker may not take ground combat losses from embarked units which did not participate in the initial invasion combat.

Substantive change (June 30, 2019):

All defending naval units that engaged raiders in the first round return to port.

21.537 RETURNING TO PORT: Once the first round of naval combat between each raider group and any defending naval units which engaged them and raider attacks against enemy transports are both resolved:

A. All raiding groups attempt to return to port, with each raiding group returning as a single group. Raiders may not remain at sea.

B. All defending naval units that engaged raiders in the first round of naval combat return to port. Defending naval units are not inverted until the end of the second engagement against raiders; naval units that engaged raiders in the first round are eligible to engage raiders in the second round as well (21.538).

21.538 SECOND ENGAGEMENT ATTEMPT:

A. Before raiders return to port, a second die roll is made on the Raider Table for each raiding group, using the same modifiers as for the first raider die roll for that group, and the process set out in rule 21.534 is repeated, with the following differences:

- Slow ships may engage a raider group that contains damaged ships.
- Once the defender has determined which ships, if any, engage each raiding group, the defender has the option of declining to fight a second round of naval combat against any raiding group.
- The +/-1 DRM associated with protecting transports (22.552B) does not apply to this engagement, as the raiders are returning to port and are not threatening the transports.

22. NAVAL INTERCEPTION AND COMBAT

Substantive change (June 30, 2019):

Changes to naval interception modifiers.

Naval Interception Table - 22.21	
Dice	Relevant Factors
2	Activities carrying cargo (sea supply, sea transports, seaborne invasions, sea escort), shore bombardment and fast carrier missions.
2	Patrols which attempt to remain in their patrol hex for the combat phase.
2	Counter-interception in an interception hex.
1	An intercepting force containing only cruisers and destroyers is intercepting an activity carrying cargo.
1	Each TF in the intercepted force.
1	Each ground factor defending against a seaborne invasion in the interception hex. Maximum +3.
1	Each air squadron which spots the naval activity. Maximum +3.
1	Each submarine that is on patrol or uninverted in a base within three hexes of the interception hex; surface forces only. Maximum +3.
1	Codebreaking. Maximum +1.
-1	The intercepting force contains slow ships or is a submarine.
-#	If more than one interception of the same naval activity is attempted, other than by submarines, fewer dice are rolled for each interception attempt: -1 for two interception attempts; -2 for three interception attempts; and so on.

Explanation: The number of dice rolled for naval interception is determined by the total for the applicable relevant factors. If none of the factors apply, no interception may take place. In the Pacific theater, the interception result is halved (round up).

Counter-interceptions: Counter-interceptions and counter-counter-interceptions are resolved in the same manner as interceptions.

Maximum range: The maximum range for naval interception is 40 (European) or 20 (Pacific) hexes.

Patrols: Naval units on offensive patrol, including patrolling submarines, do not roll dice to counter-intercept. Instead they immediately support a friendly naval force within three hexes of their patrol hex; their support is deferred by one combat round for every additional four (European) or two (Pacific) hexes to the interception hex (22.163).

22.22 NUMBER OF DICE ROLLED: The number of dice rolled is determined by the Naval Interception Table. The cumulative total is used. There is no limit to the number of dice that may be rolled, although maximum range for naval interception is 40 (European) or 20 (Pacific) hexes.

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D. CRUISERS AND DESTROYERS: One die is rolled if the intercepting force contains only cruisers and destroyers intercepting an activity carrying cargo.

...

K. MULTIPLE INTERCEPTIONS: If more than one naval force attempts to intercept the same activity, one fewer die is rolled for each additional interception attempt.

- One fewer die is rolled for two interception attempts; two fewer dice are rolled for three interception attempts; and so on.
- This reduction applies to all naval forces attempting to intercept the naval activity in question, but not to naval forces that are attempting to intercept other naval activities.
- Submarine interception attempts do not reduce the number of dice rolled for other interception attempts and are not themselves affected by other interception attempts.

Substantive change (June 30, 2019):

Carrier-based naval air may counterair enemy land-based air, then attack enemy naval units if unaffected by the counterair combat result.

22.41 NAVAL COMBAT SEGMENTS: Each naval combat round is divided into the following segments, not all of which will necessarily occur in each naval battle:

A. FORMATION OF COMBAT GROUPS:

- Each player secretly assigns combat group numbers to his participating TFs (22.423). Naval forces which were not part of a TF form a single combat group (22.421).

B. ATTACKS AGAINST ENEMY AIR BASES:

- Each player secretly allocates some, all or none of his carrier-based naval air units to defensive (combat air patrol) operations.
- Carrier-based naval air units not assigned to combat air patrol may then counterair enemy land-based air units. A single round of air combat is resolved for each counterair attack (23.61C).
- Land-based air units which are not eliminated or forced to abort by a counterair combat result may participate in the ensuing round of naval combat.

C. ALLOCATION OF CARRIER-BASED AIR UNITS TO AIR STRIKES:

- Carrier-based air units which are not assigned to combat air patrol, and which were not eliminated or forced to abort by a counterair combat result, including air units which did not counterair, may conduct air strikes against enemy naval units.

22.43 ATTACKS AGAINST ENEMY AIR BASES:

22.431 COUNTERAIR RESOLVED BEFORE SEARCH: Once each naval force has been divided into combat groups as required, each player decides which, if any, of his carrier-based naval air units will:

- A.** Fly combat air patrol over their combat group.
- B.** Counterair enemy land-based air units within range of his naval force.

22.432 RESOLVING COUNTERAIR ATTACKS: Each player then announces the number of NAS counterairing each enemy base and resolves one round of counterair combat for each enemy air base, in whatever order he wishes.

22.433 CARRIER-BASED AIR UNITS: Counterairing naval air units which are not eliminated or forced to abort by a counterair combat result return to their carriers and may conduct air strikes against enemy naval units.

22.434 LAND-BASED AIR UNITS: Land-based air units which are not eliminated or forced to abort by the counterair combat result may participate in the round of naval combat in which they were counterairing by providing air cover, searching or attacking enemy naval units. Surviving land-based air units, including those forced to abort in by a counterair combat result, may be used in subsequent rounds of the naval combat.

22.435 THE FINAL ROUND OF COUNTERAIR COMBAT: After the naval combat is concluded, the status of defending land-based air units for the remainder of the player turn is determined by the attacker's final counterair combat result during naval combat (18.526A).

22.44 ALLOCATION OF AVAILABLE AIR UNITS:

22.441 CARRIER-BASED NAVAL AIR UNITS: After counterair attacks are resolved, carrier-based air units which are not assigned to combat air patrol, and which were not eliminated or forced to abort by a counterair combat result, including air units which did not counterair, may conduct air strikes against enemy naval units.

Air-Naval Operations

23. AIR-NAVAL OPERATIONS

Substantive change (June 30, 2018):

Defense by air cover/combat air patrol is limited to eight air squadrons.

23.415 ATTACKS ON NAVAL UNITS AT SEA: When air units attack enemy naval units at sea which are defended by air squadrons flying air cover or combat air patrol, the defender has the option of engaging the attacker.

A. DEFENDER'S PARTICIPATION OPTIONAL:

- Air squadrons flying air cover or combat air patrol over a friendly naval force which is under air attack may engage in air combat with an equal number of attacking air squadrons.
- No more than eight defending air squadrons may engage in air combat with the attacking air squadrons in any one air combat.

Substantive change (June 30, 2018):

Size of air strikes no longer determined by Air Nationalist DRM.

23.73 SIZE OF AIR STRIKES: The number of air squadrons that may attack a defending combat group in a single air strike, whether from carriers, land bases or both, is limited as follows (EXCEPTION: Kamikazes – 17.47D):

A. CARRIER-BASED AIR STRIKES:

- Air strikes by German, Italian or British NAS may consist of a maximum of 6 NAS.
- Air strikes by Japanese or American NAS may consist of a maximum of 10 NAS.
- Carrier-based air strikes may be supplemented by land-based NAS up to the maximum allowable size of the carrier-based air strike.

B. LAND-BASED AIR STRIKES:

- Land-based air strikes by AAS, NAS, or AAS and NAS in combination, may consist of up to 8 AAS.

Segment 5

Strategic Warfare

24. STRATEGIC WARFARE

Substantive change (June 30, 2019):

No more than half of the transport at sea may be sunk in a single turn.

24.63 SW COMBAT RESULTS: Subject to 24.66, which sets an upper limit on transport losses, SW combat losses are determined as follows:

24.66 MAXIMUM TRANSPORT LOSSES: The maximum number of transports that may be lost to raiders and submarine warfare in a single turn is limited to half (round up) of the number of transports that started that turn in the relevant SW box. Excess losses are treated as damaged.

EXAMPLE: The Western Allies start Spring 1941 with 11 transports in the Atlantic SW box. They can lose no more than six transports to raiders and submarine warfare, with any excess losses adding to the number of transports damaged by the German SW Combat dice roll.

25. SUBMARINE WARFARE

Substantive change (June 30, 2019):

Gibraltar and the Spanish ports now generate a single +1 strategic warfare combat modifier.

SW Combat Modifiers Table	
<i>Submarine warfare</i>	
General:	
+1	Axis control La Coruna, Vigo, Lisbon, Cadiz or Gibraltar.
+1	Germany and the U.S. are at war

26. STRATEGIC BOMBING

Substantive changes (June 30, 2017, June 30, 2019):

Firestorm markers are removed prior to surrender, starting in the Spring turn of the second year after the year in which they occurred.

Firestorm markers are removed if their hex comes under enemy control.

26.82 FIRESTORM MARKERS: Firestorm markers remain in place for the year in which the firestorms occur and the ensuing year, and are then removed at the rate of one per turn, starting in the Spring turn of the second year after the year in which they occurred (26.95).

26.95 REMOVAL: Firestorm markers are removed as follows:

A. By the defending player at the rate of one per turn, starting in the Spring turn of the second year after the year in which they occurred.

B. If their hex comes under enemy control.

C. If their hex is the target of a successful strategic atomic attack.

Segment 6

Logistics

27. UNIT CONSTRUCTION

Substantive changes (June 30, 2016, June 30, 2019):

British units may be built in Canada in extreme circumstances.

Russian units may be built in the Urals box.

27.42 HOME COUNTRY: Units may only be constructed in the constructing major power's home country (EXCEPTIONS: 27.47), subject to the following qualifications and restrictions:

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D. BRITAIN: Ulster is an integral part of Britain. British units may be built in Canada if Britain has surrendered and the British resistance level is zero or less or if all hexes in Britain are isolated or under Axis control (59.82).

...

F. RUSSIA: Russia may not construct units in eastern Europe. Russia may construct units in the Urals box. For unit construction in Siberia, see 27.476.

Substantive change (June 30, 2019):

The Siberian construction limit is one-third of the Russian BRP base (not counting ICs)

27.476 SIBERIA: The Siberian unit construction limit is one-third of the Russian BRP base, not including ICs. At the start of the game, Russia may therefore construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost, as the starting Russian BRP base is 20 BRPs. The Siberian unit construction limit increases as the Russian BRP base grows. Russian units may not be constructed in Mongolia or Tannu Tuva.

Substantive change (June 30, 2017):

Strategic bombers and interceptors may be used in the turn in which they are produced. This change is also set out in the production rules.

27.91 TIMING: SW units may be constructed as follows:

A. INTERCEPTORS AND STRATEGIC BOMBERS: Newly produced interceptors and strategic bombers enter the owning major power's force pool at the end of the research phase and may be constructed immediately, prior to the resolution of SW during both the Axis and Allied player turns. When newly produced interceptors or strategic bombers are constructed in this manner:

- All major powers place their newly produced interceptors and strategic bombers in a SW box and assign them to a front. The Axis complete this step first, then the Allies do the same.
- The newly produced interceptors and strategic bombers are uninverted and may participate in both offensive and defensive SW combat in the turn in which they are created.
- The construction cost of each newly produced interceptor and strategic bomber counts against the construction limit for the owning major power in the turn they are built. The decision to build newly produced interceptors and strategic bombers in this manner is optional, but once made the decision is irrevocable and takes priority over all other construction for that turn.
- interceptors and strategic bombers which already existed may only be built during the unit construction phase and are uninverted at the end of the player turn in which they are redeployed to an SW box (28.82).

B. SUBMARINES, ASW AND TRANSPORTS: Submarines, ASW and transports may only be built during the unit construction phase. Submarines redeployed on the mapboard in the player turn of construction remain inverted in the same manner as naval units (28.81).

28. REDEPLOYMENT

Substantive change (June 30, 2019):

Western Allied naval units may NR from either U.S. box to onto either mapboard.

28.751 ATLANTIC U.S. BOX: Only American, British and Canadian units may redeploy to and from the Atlantic U.S. box.

A. The Pacific U.S. box [no transports are used].

B. The South Africa box [Atlantic SW box transports].

C. A western front port, via any hex along the western edge of the European mapboard (A23 to EE1) [Atlantic SW box transports].

D. Naval units [no transports are used]:

• A western front port, via any hex along the western edge of the European mapboard (A23 to EE1), or the South Africa box.

• Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), via any hex along the eastern edge of the Pacific mapboard (A59 to KK48), or the Australia box.

28.752 PACIFIC U.S. BOX: Only American, British and Canadian units may redeploy to and from the Pacific U.S. box.

A. The Atlantic U.S. box [no transports are used].

B. The Australia box [Pacific SW box transports].

C. Naval units [no transports are used]:

• A western front port, via any hex along the western edge of the European mapboard (A23 to EE1), or the South Africa box.

• Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), via any hex along the eastern edge of the Pacific mapboard (A59 to KK48), or the Australia box.

29. HEX CONTROL
30. SUPPLY
31. BRIDGEHEADS
32. FORTIFICATIONS
33. OIL

Substantive changes (June 30, 2017, June 30, 2018, June 30, 2019):

The oil usage rules have been simplified. The main changes are set out below; ancillary changes are found in other parts of the oil rules.

As part of the oil revisions, Western Allied oil use is not tracked until France surrenders.

33.48 INITIAL WESTERN ALLIED OIL RESERVE: Until the start of the first Allied player turn following the fall of France, Western Allied oil consumption is not tracked and the Western Allied oil reserve is deemed to contain six oil counters.

Chinese units are exempt from oil effects.

33.49 CHINA EXEMPT FROM OIL EFFECTS: China and Chinese units, including the Flying Tigers, whether lent or not, are not subject to oil effects.

Oil is required for BRP growth.

33.51 USE OF OIL COUNTERS: Oil counters may be used by the moving player during his player turn to:

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D. Allow BRP base growth during a YSS (33.61E).

33.52 TIMING:

...

D. BRP BASE GROWTH: Oil counters are used during the YSS to allow BRP base growth.

Air and naval oil effects are categorized by type of unit and their use, not by the number of factors.

Oil is required for all construction at normal costs.

Oil is required for BRP growth.

33.61 OIL EFFECTS: During his player turn, as set out in 33.52, the moving player determines which, if any, of the four oil effects set out below he wishes to offset. Oil effects apply to all members of an alliance faction within the affected supply zones. The effects are:

A. AIR: One oil counter is required to offset the air oil effect. This eliminates the air oil effects for all army air units, including associated and allied minor country AAF, naval air units, air transports and jets, other than those engaged in strategic warfare or flying BRPs over the Hump to China. Whether or not the air oil effect is offset, additional oil is required to use strategic bombers, interceptors, AAF and jets to conduct or oppose strategic bombing or flying bomb attacks or to use an air transport to fly BRPs over the Hump to China (33.71D). Kamikazes do not require oil. If the air oil effect applies:

• ...

B. NAVAL: One oil counter is required to offset the naval oil effect (subject to 33.72B in the Pacific theater). This eliminates the naval oil effects for all slow ships, light ships, two- and three-factor capital ships and CVLs. Whether or not the naval oil effect is offset, additional oil is required to use larger fast ships

(33.72D). If the naval oil effect applies:

- ...

C. ARMY: One oil counter is required to offset the army oil effects.

- ...

D. CONSTRUCTION: Construction at normal construction costs requires the expenditure of oil counters. Subject to overall construction limits: the affected alliance faction may build up to 25 BRPs of units at normal construction costs if one oil counter is expended; up to 50 BRPs if two oil counters are expended; up to 75 BRPs if three oil counters are expended, and so on (27.35). Additional units are built at double the normal construction cost (27.13B; see also 27.14). A major power is considered to have incurred the construction oil effect if its alliance faction does not spend at least one oil counter to allow up to 25 BRPs of builds at normal construction cost.

E. ECONOMIC: There is no economic oil effect as such. If an alliance faction's oil reserve is not full at the end of a year, the BRP growth rates for each major power in that alliance faction is reduced by 5% for each missing oil counter, to a maximum reduction to a 0% growth rate. This determination is made during the YSS and the BRP growth rate used is the growth rate for the major power for the year in question: Germany, Britain, France, Italy: 1940 YSS: 10%; 1941 YSS: 20%; 1942 YSS: 30%; 1943 YSS: 40%; 1944-1946 YSS: 50%; up to the maximum allowed for each country; Russia and Japan: 50% (35.31). This has no effect on the BRP growth rate used for negative BRP growth (35.35).

Use of additional oil and flexible oil consistent with basic oil use changes.

33.71 OIL REQUIREMENTS FOR AIR OPERATIONS: Oil counters are required for air operations as follows:

A. AIR OPERATIONS PROHIBITED: If the air oil effect is not offset, air operations are restricted as set out in 33.61A.

B. COST OF OFFSETTING THE AIR OIL EFFECT: One oil counter is required to offset the air oil effect.

C. EFFECTS: If the air oil effect is offset, the air oil effects do not apply to the alliance faction's AAF, including associated and allied minor country AAF, and these air units may conduct air operations during both the owning major power's player turn and the opposing player's turn.

D. ADDITIONAL AIR UNITS: Whether or not an alliance faction has offset the air oil effect, it may use additional air units as follows:

- One oil counter allows all that alliance faction's strategic bombers, interceptors, AAF and jets to conduct or oppose strategic bombing or flying bomb attacks and allows an air transport to fly BRPs over the Hump to China.
- The use of flexible oil counters allows additional strategic bombers, interceptors, AAF and jets to conduct or oppose strategic bombing or flying bomb attacks and allows an air transport to fly BRPs over the Hump to China, at a cost of one flexible oil counter for every five air factors used (33.81A).
- Kamikazes do not require oil.

33.72 OIL REQUIREMENTS FOR NAVAL OPERATIONS: Oil counters are required for naval operations as follows:

A. NAVAL OPERATIONS PROHIBITED: If the naval oil effect is not offset, naval operations are restricted as set out in 33.61B.

B. COST OF OFFSETTING THE NAVAL OIL EFFECT: One oil counter is required to offset the naval oil effect, plus:

- One additional oil counter for Japan if it controls eight or more Pacific island groups; a second additional oil counter for Japan if it controls ten or more Pacific island groups.
- One additional oil counter for the Western Allies if they control eight or more Pacific island groups; a second additional oil counter for the Western Allies if they control ten or more Pacific island groups.

C. EFFECTS: If the naval oil effect is offset, the naval oil effects do not apply to light ships, 2- and 3-factor capital ships and CVLs, and these naval units may conduct naval operations during both the owning major power's player turn and the opposing player's turn.

D. ADDITIONAL NAVAL UNITS: Whether or not an alliance faction has offset the naval oil effect, it may use additional naval units as follows:

- One oil counter offsets the naval oil effect for all fast 4- and 5-factor battleships, CVs and CVBs.
- The use of a flexible oil counter allows the use of fast 4- and 5-factor battleships, CVs and CVBs at a cost of one flexible oil counter for each ship used (33.81B). Different ships may be used in each player turn.

E. SUBMARINES: Submarines based on the mapboard are not counted towards oil use, provided one oil counter is used to offset the naval oil effect.

F. SW BOXES: Naval units based in SW boxes are not counted towards oil use, even if used for naval activities on the mapboard.

33.81 FLEXIBLE OIL COUNTERS: Each alliance faction may use one or more oil counters flexibly to maximize oil efficiency, for some or all of the following purposes. Each oil counter converts to five flexible oil counters. Flexible oil counters may be used for these purposes whether or not the air, naval and construction effects have been offset.

A. AIR: To allow jets, air transports, interceptors and strategic bombers to be used.

B. NAVAL: To allow fast 4- and 5-factor battleships, CVs and CVBs to be used.

C. CONSTRUCTION: To allow additional units to be constructed at the normal BRP cost.

D. BRP BASE GROWTH: To allow BRP base growth during a YSS.

33.82 INCREMENTS OF FIVE: Each flexible oil counter represents one-fifth of an oil counter and allows:

A. AIR: The use of five air factors to conduct or oppose strategic bombing or flying bomb attacks, or to fly BRPs over the Hump to China (one flexible oil counter: 5 air factors; two flexible oil counters: 10 air factors; and so on).

B. NAVAL: The use of one up to one 4- or 5-factor battleship, CV or CVB (one flexible oil counter: one ship; two flexible oil counters: two ships; and so on).

C. CONSTRUCTION: The construction of 5 BRPs of units at the normal BRP cost (one flexible oil counter: 5 BRPs of units; two flexible oil counters: 10 BRPs of units; and so on).

D. BRP BASE GROWTH: BRP base growth of 5 BRPs (one flexible oil counter: 5 BRPs of growth; two flexible oil counters: 10 BRPs of growth; and so on).

34. WEATHER

Segment 7

Economics

35. THE YEAR START SEQUENCE AND BRP CALCULATIONS

Substantive change (June 30, 2018):

Rule 35.6 (scorched earth) deleted.

36. MOBILIZATION

Substantive change (June 30, 2015):

Russian and American mobilizations schedules more structured. These changes are reflected in the RGT, USAT and USJT section of the diplomatic rules.

36.11 TIMING: Mobilization represents the conversion of civilian factories to military production and has the economic and military effects set out below in each turn in which mobilization occurs. Mobilization increments are triggered for each major power in the following turns.

...

D. RUSSIA: Russia mobilizes as follows:

- The first Russian mobilization occurs when the RGT level reaches 10. If the RGT level reaches 10 due to events that occur during the Allied player turn, such as a French surrender, the Russian mobilization is considered to have occurred at the start of the Russian player turn.
- The second Russian mobilization occurs two turns after the first Russian mobilization.
- The third Russian mobilization occurs two turns after the second Russian mobilization.
- The fourth Russian mobilization occurs in the turn immediately after the third Russian mobilization.
- The fifth Russian mobilization occurs in the turn immediately after the fourth Russian mobilization.
- If war breaks out between Russian and Germany, Russia mobilizes every turn. If one of the first two Russian mobilizations is partially completed when war breaks out between Germany and Russia, the second half of the mobilization must be completed before the next, one-turn Russian mobilization occurs.

Until war breaks out between Russian and Germany, the first two Russian mobilizations take two turns to complete. After those mobilizations are completed, or possibly sooner if war breaks out between Russian and Germany, each Russian mobilization is completed in a single turn. Since each of the first two Russian mobilizations must be completed before the next Russian mobilization occurs, Russia may never mobilize its first two mobilizations faster than one mobilization every two turns unless war breaks out between Russian and Germany.

...

G. U.S.: The U.S. mobilizes independently in each theater, as set out below. The effective tension level for each theater is determined at the end of the Allied diplomatic phase, immediately after a die roll is made to determine the effective tension level for that turn (49.851A, 49.852A):

- In Europe:
 - The first American mobilization occurs when the effective USAT tension level reaches 10, or Summer 1940, whichever is earlier.
 - The second American mobilization occurs when the effective USAT tension level reaches 20, or Winter 1940, whichever is earlier.
 - The third American mobilization occurs when the effective USAT tension level reaches 30, or Summer 1941, whichever is earlier.
 - All subsequent American mobilizations occur every turn, until all 12 of American mobilizations are completed.
 - The U.S. mobilizes every turn, regardless of the USAT level, if war breaks out between the U.S. and Germany.
- In the Pacific:
 - The first American mobilization occurs when the effective USJT tension level reaches 10, or Winter 1940, whichever is earlier.
 - The second American mobilization occurs when the effective USJT tension level reaches 20, or Summer 1941, whichever is earlier.
 - The third American mobilization occurs when the effective USJT tension level reaches 30, or Winter 1941, whichever is earlier.
 - All subsequent American mobilizations occur every turn, until all 12 of American mobilizations are completed.
 - The U.S. mobilizes every turn, regardless of the USJT level, if war breaks out between the U.S. and Japan.

37. INDUSTRIAL CENTERS

Substantive change (June 30, 2017):

Russia ICs retain their value when captured.

37.43 VALUE OF CAPTURED ICs: When the Axis capture an IC, it gains the full value of the IC, which is then treated as a conquest worth the BRP value of the IC at the time it is captured. The value of captured ICs remains fixed for the remainder of the game, regardless of any subsequent changes in control.

- 38. KEY ECONOMIC AREAS
- 39. SPENDING LIMITS
- 40. BRP GRANTS

Segment 8

Research and Intelligence

41. RESEARCH
42. PRODUCTION

Substantive change (June 30, 2019):

The Axis may produce Vichy French air.

42.22 AIR:

A. AIR FORCE POOL INCREASES: 2, 3, 4, 5... Each result allows the alliance faction to add five BRPs of army air, naval air or interceptors, in any combination, to the force pool of one or more eligible major powers or minor countries in that alliance faction.

- Army and naval air units are added in the unit construction phase in which the RPs are triggered.
- Interceptors are added to the owning major power's force pool and placed in a SW box for immediate use at the end of the research phase in which the RPs are triggered, provided the owning major power commits to their construction in the turn of production (27.91A).
- France may not produce naval air units or interceptors; Russia may not produce naval air units; Italy may not produce interceptors; China may not produce army air, naval air or interceptors.
- The Axis may add Vichy army air.
- Remnants may be retained for future use (42.336).

Substantive change (June 30, 2019):

The Axis may produce Vichy French infantry.

42.332 INFANTRY:

A. AXIS:

- No more than three Italian infantry factors may be added per year from production.
- No more than three Vichy French infantry factors may be added per year from production.

43. ATOMICS

Substantive change (June 30, 2019):

Tactical atomic attack effects simplified and weakened.

43.424 EFFECTS: Tactical atomic attacks against enemy ground units have the following effects in the ground combat round for which they are made:

A. OFFENSIVE: The defender incurs a -1 DM.

B. DEFENSIVE: The defender receives a +1 DM.

C. CUMULATIVE EFFECTS: If a player uses more than one atomic bomb in a single round of ground combat, the effects are cumulative. For example, if the attacker made two tactical atomic attacks in conjunction with a ground attack, the defender would incur a -2 DM.

D. MUTUAL ATOMIC ATTACKS: If both sides use atomic bombs in the same ground combat, the effects cancel.

44. INTELLIGENCE
45. COUNTER-INTELLIGENCE
46. ESPIONAGE
47. COVERT OPERATIONS
48. CODEBREAKING

Segment 9

Diplomacy and Politics

49. DIPLOMACY
50. DECLARATIONS OF WAR

Substantive change (June 30, 2019):

British attacks on French North African Vichy colonies require a declaration of war on Vichy France.

50.33 DECLARATIONS OF WAR ON MINOR COUNTRIES:

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H. VICHY FRANCE:

- Germany may not declare war on Vichy France unless Germany and the U.S. are at war or an adverse diplomatic result for Vichy France is in effect (77.51).
- The Western Allies may declare war on Vichy France without restriction; a Western Allied attack on Morocco, Algeria or Tunisia prior to U.S. entry into the war requires a British declaration of war on Vichy France (77.62A).

51. PEARL HARBOR AND ALLIED UNPREPAREDNESS
52. LENT UNITS
53. MAJOR POWER COOPERATION RESTRICTIONS

Segment 10

Surrender of Major Powers

54. GENERAL
55. GERMAN SURRENDER

Substantive changes (June 30, 2017, June 30, 2018, June 30, 2019):

Germany may surrender without Berlin being captured by the Allies; Germany may also continue fighting once Berlin falls.

The war in Europe ends with Germany's surrender; the Italian resistance level is a German surrender modifier.

German strategic atomic attacks increase German resistance.

55.11 GERMAN RESISTANCE LEVEL: At the end of each Allied player turn, the German Resistance Table is consulted to determine whether Germany surrenders. Germany surrenders at the end of any Allied player turn in which the German resistance level is zero or less, whether or not Berlin is under Allied control or has an atomic attack marker in it.

German Resistance Table - 55.11	
+/-#	German DP level as calculated at the end of the current Allied player turn. The German DP level may be negative.
+2	German control of Berlin.
+1	German control Breslau, Essen, Cologne or Leipzig (+1 for each).
+1	German control of Berchtesgaden.
+#	For each strategic atomic attack made by Germany (+3 for the first attack; an additional +2 for the second attack; an additional +1 for each subsequent attack).
-#	For each strategic atomic attack against Germany (-3 for the first attack; an additional -2 for the second attack; an additional -1 for each subsequent attack).
-1	For each German city that has been firestormed (cumulative).
+#	The Italian resistance level. The Italian resistance level may not be less than zero, whether or not Italy has surrendered
Explanation: Check at the end of each Allied player turn. If the net result is zero or less, Germany surrenders.	

55.21 PEACE: Germany's surrender ends the war in Europe, whether or not Italy has surrendered or ever went to war with the Allies.

56. ITALIAN SURRENDER
57. JAPANESE SURRENDER

Substantive change (June 30, 2017):

The Japanese Resistance Table has been simplified:

- *Taipei (Formosa) is a -1 modifier.*
- *Allied control of 12 or more island groups is an additional -1 modifier.*
- *Unbuilt Japanese units are no longer counted.*
- *+/-1 modifiers for control of island groups are symmetrical.*
- *50 BRPs of Allies losses are required to generate +1 Japanese resistance, but remnants of 5 BRPs are carried over.*

Japanese Resistance Table - 57.11	
Situation Modifiers	
-1	Allied control of Peking, Shanghai, Nanking, Canton, Harbin, Mukden, Seoul, Taipei or Okinawa (-1 for each).
-1	For every ten unbuilt Japanese ground/army air factors.
Cumulative Modifiers	
+1	If Japan controls at least 8, but less than 10, island groups.
+2	If Japan controls 10 or more island groups.
+1	For every 50 BRPs of enemy, including Chinese, Russian and minor country, air, naval and non-partisan ground units eliminated each game turn in the Pacific theater, up to a maximum of two Japanese resistance modifiers per turn (50-99 BRPs: +1; 100+ BRPs: +2). Remnants are carried over into the next turn, in increments of 5 BRPs.
-1	If the Western Allies control at least 8, but less than 10, island groups.
-2	If the Western Allies control 10 or more island groups (round down).

57.14 CUMULATIVE MODIFIERS:

A. TIMING: Cumulative modifiers for control of objectives and island groups are determined at the end of each game turn, starting at the end of the second turn following the outbreak of war between Japan and the U.S. (the end of Spring 1942 if Japan attacks the U.S. in Winter 1941).

B. ALLIED LOSSES: When calculating the BRP value of eliminated Allied ground, air and naval units, damaged named ships count as 3 BRPs; named ships sunk in port count as 6 BRPs; damaged cruisers are not counted. Allied partisans are not counted. The maximum Japanese resistance increase from eliminated Allied units is +2 per turn. **Any remnants which do not increase the Japanese resistance level are carried over into the next turn in increments of 5 BRPs.**

EXAMPLES: In Summer 1943, Allied losses are 67 BRPs. The Japanese resistance level increases by +1, and 15 BRPs of Allied losses are carried over into Fall 1943. The remaining 2 BRPs of losses are disregarded.

In Summer 1945, Allied losses are 178 BRPs. The Japanese resistance level increases by +2 (the maximum), and 75 BRPs of Allied losses are carried over into Fall 1945. The remaining 3 BRPs of losses are disregarded.

58. FRENCH SURRENDER

Substantive change (June 30, 2015):

The French surrender level is no longer automatically +1 after a voluntary French surrender.

58.21 CALCULATING THE FRENCH SURRENDER LEVEL: The French surrender level is the key modifier for determining the size of Vichy and Free French forces and the political alignment of the French colonies. The French surrender level, including after a voluntarily French surrender (58.11B), is the cumulative total of the following modifiers (positive modifiers favor the Axis):

Substantive change (June 30, 2017):

The three French North African colonies have graduated alignments when France surrenders.

58.531 After Germany has announced whether or not it is establishing Vichy France, the political alignment of the French colonies is determined by a die roll for Lebanon-Syria and a second die roll for Tunisia-Algeria-Morocco.

A. The die roll for the French colonies is modified by the French surrender level and by +3 if Vichy France was established.

B. French colonies that do not become Free French become Vichy French if Vichy France was established, and become independent, neutral minor countries if Vichy France was not established (58.532).

C. Britain receives the prorated BRPs for Free French colonies at the start of the next Allied player turn. All Free French colonial hexes become British-controlled, with the exception of Axis-controlled hexes, which remain under Axis control.:

D. Lebanon-Syria becomes Free French on a modified die roll of 3 or lower.

E. For French North Africa:

- Morocco becomes Free French on a modified die roll of 3 or lower.
- Algeria and Morocco become Free French on a modified die roll of 2 or lower.
- Tunisia, Algeria and Morocco also become Free French on a modified die roll of 1 or lower.

Substantive change (June 30, 2018):

France's BRP value as a conquest is unaffected by French BRP growth prior to its surrender.

58.71 FRANCE'S BRP VALUE: After the fall of France, Paris, Lyon, and Marseilles remain key economic areas worth 20, 10 and 10 BRPs, respectively. In addition to the economic value of any key economic areas under German control, France's BRP value as a German conquest is 20 BRPs, regardless of any French BRP growth prior to France's surrender.

59. BRITISH SURRENDER

Substantive change (June 30, 2016):

A British surrender does not trigger a U.S. election. This change is reflected in other parts of the British surrender rules.

59.14 If the Axis accept a British surrender offer:

A. The size of the British ground and air force pools is adjusted and portions of the Royal Navy may be eliminated. Commonwealth force pools are unaffected.

B. A British surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction alongside what remains of Britain after Britain surrenders unless Russia is also in a state of surrender and Japan has not surrendered (62.91).

60. RUSSIAN SURRENDER

Substantive change (June 30, 2016):

A Russian surrender does not trigger a U.S. election.

60.22 A Russian surrender does not trigger a U.S. election. The U.S. may enter or continue the war in Europe without restriction unless Britain is also in a state of surrender and Japan has not surrendered (62.91).

Substantive change (June 30, 2017):

Russia never stops fighting; instead it incurs adverse force pool and BRP effects when its resistance level drops to zero or less.

60.12 RUSSIA CONTINUES FIGHTING: If the Russian resistance level is zero or less, Russia is considered to be in a state of surrender for victory condition purposes (62.91), but no matter how low the Russian resistance level drops, Russia never surrenders as such and continues to fight, although its ability to do so may be fatally impaired by BRP and units losses.

60.2 BRP EFFECTS:

60.21 RUSSIAN OPTIONS: If the Russian resistance level is zero or less at the end of an Allied player turn, Russia incurs one of the following two BRP effects, at the Russian player's option:

A. IC VALUES FROZEN: Russia does not increase the value of its ICs in the following turn (37.13F); or

B. IC SURRENDERED: Russia surrenders an isolated IC to Germany. Russia immediately removes any Russian units in the isolated IC and returns them to the Russian force pool as unbuilt units. The IC itself remains under Russian control until the Axis gain control of the hex containing the IC. ICs which are fully supplied from the eastern edge of the mapboard may not be surrendered.

60.22 SUBSEQUENT TURNS: The BRP effects described above are implemented for every turn the Russian resistance level is zero or less.

60.3 FORCE POOL EFFECTS:

60.31 20 BRPs OF UNITS REMOVED FROM PLAY: If the Russian resistance level less than zero at the end of an Allied player turn, Russia permanently removes 20 BRPs of units from play for each negative Russian resistance level (Russian resistance -1: 20 BRPs of units; Russian resistance -2: 40 BRPs of units; Russian resistance -3: 60 BRPs of units; and so on), as follows. Russia does not remove units if the Russian resistance level is zero or higher.

A. UNITS REMOVED: For each negative Russian resistance level, Russia must remove the following units:

- One 4-5 armor unit.
- One AAF.
- Three 3-3 infantry units.
- If no 4-5 armor units are available, Russia removes a 3-5 armor unit and two additional infantry factors.

B. SOURCES OF REMOVED UNITS: The removed units are taken from the following sources, in the indicated order:

- Mobilized units which have not yet entered the Russian force pool.
- Unbuilt units.
- Built units which are on the mapboard or in the Urals box. The Russian player decides which units.

60.32 SUBSEQUENT TURNS:

A. REMOVAL OF ADDITIONAL UNITS: Once a negative Russian resistance level has triggered the removal of Russian units, Russia does not remove additional units in subsequent turns unless the Russian resistance level decreases.

EXAMPLE: At the end of the Fall 1942 Allied player turn, the Russian resistance level is -3. Russia removes 60 BRPs of units. At the end of the Winter 1942 Allied player turn, the Russian resistance level is -2. Russia does not remove an additional 40 BRPs of units. Russia would only remove additional units in Winter 1942 if the Russian resistance level dropped to -4 or less.

B. REMOVED UNITS NOT COUNTED WHEN CALCULATING THE RUSSIAN RESISTANCE LEVEL: Russian units removed from play are not considered to be unbuilt when calculating the Russian resistance level in subsequent turns.

61. CHINESE SURRENDER

62. U.S. ELECTIONS

Substantive change (June 30, 2016):

British and Russian surrenders do not trigger a U.S. election. This change is reflected in other parts of the U.S. election rules.

62.21 TRIGGERING EVENTS: A U.S. election occurs at the following times:

A. AFTER THE 1945 YSS: Immediately after the 1945 YSS, in every game.

B. IF THE U.S. IS SUBJECT TO ATOMIC ATTACK: At the end of any game turn in which the continental U.S. is subject to a successful German atomic attack.

The Nazi-Soviet Pact and Eastern Europe

63. EASTERN EUROPE

Substantive change (June 30, 2018):

No special restrictions on Russian production.

63.51 RGT RESTRICTIONS: Russian actions are limited by the RGT level, as follows:

...

C. RUSSIAN PRODUCTION: Russian production is subject to the same limits as for other major powers (42.16), whether or not Russia and Germany have gone to war. Produced Russian units may be deployed without restriction.

64. POLAND
65. THE BALTIC STATES
66. BESSARABIA
67. THE FINNISH BORDER HEXES
68. THE UKRAINE
69. GERMAN ECONOMIC INTERESTS

Segment 12

British Commonwealth

70. CANADA AND SOUTH AFRICA
71. AUSTRALIA
72. INDIA
73. GIBRALTAR
74. BRITISH ASIAN COLONIES

Segment 13

France

75. RESTRICTIONS ON FRENCH FORCES
76. FRENCH INDOCHINA AND OTHER FRENCH ASIAN COLONIES
77. VICHY FRANCE

Substantive changes (June 30, 2017, June 30, 2019):

Vichy France rationalized:

- *Germany may deactivate Vichy France by declaring war on it when the Allies attack a Vichy French North African colony.*
- *British attacks on French North African Vichy colonies require a declaration of war on Vichy France.*
- *The Allies may name Vichy France as a diplomatic target only if there is an American ground unit in a port or bridgehead in France, Morocco, Algeria or Tunisia.*

77.42 REINFORCEMENT OF VICHY COLONIES: While Vichy France is neutral, one 2-3 infantry unit must remain in Vichy city and in each Vichy colonial capital. Vichy colonies may be reinforced by other Vichy units without the need for sea escort by destroyers as follows:

A. Morocco, Algeria and Tunisia may be reinforced at any time.

B. Lebanon-Syria may be reinforced by Vichy units only if a diplomatic result of "5-6" or greater for Vichy France is in effect.

77.43 PRODUCTION OF VICHY FRENCH UNITS: Axis air production may be used to add Vichy French army air units; Axis military production may be used to add Vichy French infantry units, but not Vichy French armor units (42.22A, 42.24A, 42.331-333).

77.44 AIR AND NAVAL NATIONALITY DRMs: Vichy French air and naval units have a Nationality DRM of one. This may be increased if Vichy France is associated or allied with an alliance faction which has achieved an Air or Naval Nationality research result.

77.45 VICHY FRENCH NAVAL UNITS: Damaged or unfinished Vichy French naval units may be repaired or completed in the Marseilles shipyard at no BRP cost prior to Vichy activation.

77.46 CONSTRUCTION OF VICHY FRENCH UNITS: Regardless of the status of Vichy France, Vichy French units may only be rebuilt in continental Vichy France. Vichy French units may not be rebuilt in Corsica or Vichy colonies.

77.51 DECLARATION OF WAR REQUIRED: A declaration of war on Vichy France is permitted only in the following circumstances:

A. Germany may declare war on Vichy France only if Germany and the U.S. are at war. A German declaration of war on Vichy France may be made at the same time as a German declaration of war on the U.S.

B. Britain may declare war on Vichy France at any time, and must do so to attack Morocco, Algeria or Tunisia prior to U.S.

C. The U.S. may declare war on Vichy France once it is at war with Germany.

77.51B and C cover all the situations where a declaration of war on Vichy France is required in order to attack it. A pro-Allied diplomatic result for Vichy France causes Vichy France to either deactivate or associate or ally with Britain, putting it at war with the Axis; a diplomatic result of "9" or "10" for Vichy France causes Vichy France to associate or ally with Germany, putting it at war with the Allies.

77.61 LEBANON-SYRIA: The Western Allies may attack Lebanon-Syria without a declaration of war on Vichy France or Lebanon-Syria itself, even if the Axis have control of Lebanon-Syria following a diplomatic result of "8" for Vichy France:

- **Cost:** A British attack on Lebanon-Syria does not cost 10 BRPs for a declaration of war and does not trigger a decrease in the USAT level.

- **Resistance:** Lebanon-Syria resists the attack.

- **Vichy units:** Vichy units eliminated in Lebanon-Syria are permanently removed from the Vichy French force pool.

- **Vichy reaction triggered:** The Axis may make a reaction die roll for Vichy France during their diplomatic phase following such any Western Allied attack on a Vichy colony (49.633).

If Vichy France has associated or allied with the Axis, Vichy France and its colonies will be at war with the Western Allies and this rule does not apply.

77.62 FRENCH NORTH AFRICA:

A. PRIOR TO U.S. ENTRY: If the U.S. is not at war with Germany, Britain may only attack Morocco, Algeria or Tunisia by declaring war on Vichy France, with the following effects:

- **Cost:** The British declaration of war on Vichy France costs 10 BRPs and triggers a -2 decrease in the USAT level.

- **Vichy units:** Vichy units eliminated in French North Africa are returned to the Vichy French force pool and may be rebuilt.

- **Vichy association:** Vichy France automatically associates with Germany.

- **Vichy reaction triggered:** The Axis may make a reaction die roll for Vichy France during their diplomatic phase following the British declaration of war on Vichy France (49.633).

B. AFTER U.S. ENTRY: If the U.S. is at war with Germany, the Western Allies may attack Morocco, Algeria or Tunisia without declaring war on Vichy France:

- **Cost:** A Western Allied attack Morocco, Algeria or Tunisia does not cost 10 BRPs for a declaration of war.

- **Resistance:** The resistance offered to a Western Allied attack Morocco, Algeria or Tunisia is determined as follows by rolling one die for each attacked colony at the moment the attack occurs (the movement phase if Western Allied ground units enter the Vichy colony by land; the combat phase if the Western Allies conduct a seaborne invasion, ground attack or exploit). The die roll is modified by all the diplomatic modifiers applying to Vichy France at that moment, including DPs placed in Vichy France in that year, whether previously used or not, any spy rings in Vichy France, and any covert operations successfully used against Vichy France when the die roll is made. Morocco and Algeria are treated as separate colonies for the purposes of this rule.

- On a result of "0" or less, the attacked Vichy colony capitulates. All Vichy French units in the colony become Free French, and all hexes in the colony immediately come under either American (if the U.S. is at war with Germany) or British control.

- On a result of "1" or "2", the attacked Vichy colony disintegrates. All Vichy French units in the colony are permanently eliminated, and all hexes in the colony are controlled by no one.

- On a result of "3" or more, the attacked Vichy colony resists. All Vichy French units in the colony are controlled by Germany and may stack, attack and defend with Axis units, and all hexes in the colony immediately come under German control.

- **Vichy reaction triggered:** Regardless of the outcome of the die roll(s) for Vichy colonial resistance, the Axis may make a reaction die roll for Vichy France during their diplomatic phase following such any Western Allied attack on a Vichy colony (49.633).

77.63 EFFECT OF AXIS UNITS IN ATTACKED VICHY COLONIES: Axis units in Vichy French colonies which have been attacked by the Western Allies (77.6) are not counted against the ten-factor limit for Vichy France which applies following a diplomatic result of "8" for Vichy France and do not modify subsequent diplomatic die rolls for Vichy France.

77.71 NAMING VICHY FRANCE: Vichy France may be named as a diplomatic target by either side, but not in the same year as the fall of France other than for a reaction die roll.

A. The Axis may make a reaction die roll for Vichy France if the Allies declare war on Vichy France or attack a Vichy colony.

B. The Allies may not name Vichy France unless there is an American ground unit in a port or bridgehead in France, Morocco, Algeria or Tunisia.

Segment 14

China, Manchuria and Siberia

78. NATIONALIST CHINA

79. COMMUNIST CHINA

80. RESTRICTIONS ON CHINESE FORCES

81. MANCHURIA, SIBERIA AND THE URALS BOX

Substantive change (June 30, 2019):

An oil embargo on Japan is no longer a trigger for the Siberian transfer.

81.42 REDUCING THE SIBERIAN GARRISON: Russia may not reduce its Siberian garrison until the **second** Allied redeployment phase after at least one of the following conditions is met:

A. WAR WITH GERMANY: Russia and Germany are at war.

B. OIL EMBARGO AGAINST JAPAN: The U.S. has imposed an oil embargo on Japan.

B. JAPANESE REDUCTION OF MANCHURIAN GARRISON: Japan reduces the size of its Manchurian garrison, which it may do at any time. The size of the Japanese Manchurian garrison is determined at the start of the Russian player turn.

Substantive change (June 30, 2019):

Leaving the Urals box easier:

81.65 LEAVING THE URALS BOX: Russian units in the Urals box may move or stage onto the board during the movement phase (5.77A), and may redeploy out of or through the Urals box during the redeployment phase (5.77C). Russian ground units moving out of the Urals box may enter vacant enemy-controlled hexes listed in 81.63A and B on the edge of the mapboard, provided this does not result in there being fewer Russian ground factors in the Urals box than there are European Axis and Japanese ground factors adjacent to the Urals box in the hexes listed in 81.63A and B.

Segment 15

Minor Countries

- 82. MINOR COUNTRIES
- 83. CONQUEST OF MINOR COUNTRIES
- 84. ASSOCIATED MINOR COUNTRIES
- 85. MINOR ALLIES
- 86. SCANDINAVIA
- 87. WESTERN EUROPE

Substantive change (June 30, 2015):

Spain is not fully conquered unless the attacker controls both Madrid and Tangiers, although for BRP purposes Madrid is sufficient.

87.51 SPAIN: Spain is a neutral minor country worth 30 BRPs, with capitals in Madrid and Tangiers. Both capitals must be captured to conquer Spain; for all other purposes, such as supply (30.24), the mandatory deployment of a Spanish unit in its capital (82.54) and determining who receives the BRPs for Spain (83.3), Madrid is considered to be the only Spanish capital.

- 84. ASSOCIATED MINOR COUNTRIES
- 85. MINOR ALLIES
- 86. SCANDINAVIA
- 87. WESTERN EUROPE
- 88. THE MIDDLE EAST
- 89. THE FAR EAST

Research Tables

Substantive change (June 30, 2017):

Radar results no longer give a +1 modifier for Air and Naval Nationalist DRM research.

Air Nationality DRM

Modifiers:

+1 For each radar research result achieved.

-# For the Air Nationality DRM of the senior partner in the rolling alliance faction (-1 for an Air Nationality DRM of 1; -2 for an Air Nationality DRM of 2; and so on).

Naval Nationality DRM

Modifiers:

+1 For each radar research result achieved.

-# For the Naval Nationality DRM of the senior partner in the rolling alliance faction (-1 for a Naval Nationality DRM of 1; -2 for a Naval Nationality DRM of 2; and so on).

Substantive change (June 30, 2019):

No negative modifier for the initial strategic bomber research result.

Strategic Bombers

Modifiers:

-1 For each strategic bomber result achieved by the rolling alliance faction that modifies strategic bombing (26.461B) (-1 for one strategic bomber result; -2 for two strategic bomber results; and so on). Strategic bomber results required to produce strategic bombers, including the initial Western Allied result, do not trigger this negative modifier.

Substantive changes (June 30, 2019):

Higher level uranium separation and plutonium production results harmonized.

No test bomb required for plutonium bombs.

Uranium Separation

Results:

...

11+ *Each uranium plant produces material for one uranium bomb immediately and produces material for one additional uranium bomb every four turns thereafter. [+4]

12+ *Each uranium plant produces material for one uranium bomb immediately and produces material for one additional uranium bomb every four turns thereafter.

Plutonium Production

Results:

...

8 Each plutonium reactor produces material for one plutonium bomb in five turns and produces material for one additional plutonium bomb every two turns thereafter. [+1]

9 Each plutonium reactor produces material for one plutonium bomb in four turns and produces material for one additional plutonium bomb every two turns thereafter. [+2]

10 Each plutonium reactor produces material for one plutonium bomb in three turns and produces material for one additional plutonium bomb every two turns thereafter. [+3]

11+ *Each plutonium reactor produces material for one plutonium bomb in two turns and produces material for one additional plutonium bomb every two turns thereafter.

Atomic Bomb

Results:

...

7+ *Plutonium implosion trigger designed. One die is rolled whenever a plutonium bomb is used in a strategic or tactical atomic attack: the bomb detonates only on a die roll of "6". The material in a bomb which fails to detonate is wasted. The detonation die roll is modified by +1 for each turn after the first plutonium bomb is available for use and by +1 for each failed detonation.

A detonation roll is no longer required once a plutonium bomb is successfully used in a strategic or tactical atomic attack or if a plutonium bomb is tested. No detonation roll is required for a test.

Plutonium bombs are used sequentially: the +1 modifier for failed detonations and the effects of a successful detonation or test apply to the use of other plutonium bombs in the same and future turns.

The number of plutonium bombs which may be constructed and used is limited by the amount of available fissionable material from plutonium reactors. Bombs may be stockpiled before use.

Diplomatic Tables

Substantive change (June 30, 2018):

Britain gets one diplomatic point for Belgrade and one diplomatic point for Athens.

+1 Western Allied control of Athens, Belgrade, Madrid, Oslo or Warsaw (one for each)

Delete:

+2 Western Allied control of Athens and Belgrade (two for pair)

Consistency with substantive changes (June 30, 2019):

Vichy France

(0)

Subject to the restrictions set out below, Vichy France may be named by either side, whether or not Vichy France has activated as a German minor ally.

Vichy France may not be named in the same year as the fall of France, other than for a reaction die roll. If the Allies declare war on Vichy France or attack a Vichy colony, the Axis may make a reaction die roll.

Vichy France may not be named by the Western Allies unless there is an American ground unit in a port or bridgehead in France, Morocco, Algeria or Tunisia.

5-6 Vichy France continues any pro-Axis ("7" to "10") policy currently in effect. Any pro-Allied ("0" to "-3") policy currently in effect is negated.

Vichy France leans towards the Axis. Vichy France may reinforce Lebanon-Syria.

Vichy government facilitates the employment of French anti-communist volunteers in Russia. One Vichy 2-3 infantry unit may be lent to Germany to be used on the eastern front if Germany is at war with Russia. If eliminated, it may be rebuilt, but may not again be sent to Russia except after another diplomatic die roll for Vichy.

Substantive change (June 30, 2019):

+1 USAT for 25 Western Allied BRPs lost to strategic warfare in a turn, replacing the previous modifier for 10 Western Allied BRPs lost to bombing.

U.S. - Axis Tensions

Event Modifiers

Event modifiers are implemented only when the indicated event occurs. Event modifiers based on the capture or control of territory are negated if the territory in question is recaptured and apply again if the territory changes hands a second time.

- +1 If 25 or more Western Allied BRPs are lost to transport shortages and European Axis bombing attacks in the current game turn (+1 maximum each turn).
- +2 **-1 If 10 or more Axis BRPs are lost to Western Allied bombing attacks in the current game turn (-1 maximum each turn).**

Player Aids

Scenario Cards

Sequence of Play

Scenarios

Global War

Substantive change (June 30, 2015):

Prior to the outbreak of war between Britain and Japan:

- ***The rate at which Britain may transfer forces to the Pacific theater is limited.***
- ***For units that attract a USAT penalty, half of the units transferred must remain in the India box until the outbreak of war between Britain and Japan.***

Transfer of Additional Forces to the Pacific Theater: Each turn before the outbreak of war between Britain and Japan, Britain may transfer a maximum of four increments of units (each ground factor, three air squadrons or five naval factors counts as one increment) to the Pacific theater, with the following USAT effects:

- **No USAT penalty:**
 - Up to seven factors of naval units.
 - Australian and Indian units which had been deployed to Europe.
 - The Chindit.

- **USAT penalty:** For units that trigger a USAT penalty, each factor deployed on the mapboard must be balanced by deploying at least one factor or squadron of a comparable type to the India box (armor for armor; infantry for infantry; AAF for AAF; NAS for NAS; naval factors for naval factors).
 - Additional naval factors (-1 for every five naval factors (round up) in excess of the 10-factor limit)
 - British, Canadian or South African ground or air factors (-1 USAT for each factor).

European

Pacific

Global War (historical)

European (historical)

Pacific (historical)

Barbarossa

North Africa

Battle of the Atlantic

Coral Sea

Midway

Leyte Gulf

Historical Events Chart

Designer's Notes

Design Credits

Index

Examples of Play